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RIDERS OF ROHAN CHARGE THE URUK-HAI INVADERS

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The Riders of Rohan™

Beset by the evils of Isengard, Rohan's defence is entrusted to the Riders of Rohan. Astride swift steeds these warriors patrol the Riddermark, riding down the foes of Rohan. There are few who can survive against the Rohirrim when their cavalry charge.

Ever since King Eorl founded Rohan, the Rohirrim have been carried to war mounted on the backs of their great steeds. In the past they have ridden to the defence of Gondor and their own realm, their speed, manoeuvrability and power providing the decisive edge in those conflicts.

Now, during the War of The Ring, Rohan requires its Riders to patrol against threats sent from Orthanc by Saruman. The Riders of Rohan encounter more and more evil in the lands of the Riddermark, as the Uruk-hai spew forth from the Breeding Pits of Isengard. The Rohirrim, however, are the undisputed Horse-lords and there are few with strength enough to withstand their full cavalry charge. Fearsome in combat, the Riders are easily able to outpace the enemy and hunt their foes down. Few of the Uruk-hai escape as the Rohirrim charge in and slaughter the servants of Saruman.

In this Pack's Playing the Game we present the full rules for fighting with mounted troops, while in the Battle Game the Rohirrim have to ride down a band of fleeing Uruk-hai, before they can escape back to Isengard. In Painting Workshop we show you how to complete your cavalry models by showing how to paint your new Riders of Rohan. Finally, in Modelling Workshop you will learn how to make a river – a terrain feature that can dramatically alter the flow of battle.

'Ride out with me. Ride out and meet them!'

ARAGORN™

➤ MOUNTED WARRIOR

The people of the Riddermark are protected by the brave Riders of Rohan.

Cavalry

When open war threatens the lands of Rohan, the people turn to the Horse–lords to protect them. A fully armoured warrior on horseback is an impressive sight, and is devastating on the field of battle. As the cavalry crash into their midst, enemy infantry flee in panic, defenceless against the onslaught of hoof and steel!

➤ WARG ATTACK!
Aragorn and Theoden stand firm as the Warg Riders charge.

In this Pack we introduce the rules for cavalry models. Mounted miniatures provide a fast strike-force in your Battle Games, able to move into strategic positions much more quickly than warriors on foot. While they provide a tempting target for missile troops, cavalry are devastating when they charge the enemy, sweeping all before them!

Although the most well-known cavalry in *The Lord of The Rings* are the Riders of Rohan, the forces of Evil also have deadly mounted warriors in the form of the Warg Riders. Any mounted model is classed as cavalry for the purpose of the game rules.

BASE PROFILE

A cavalry model comprises a rider and his mount and therefore has two separate sets of characteristics. For example, the profile for a Rider of Rohan is written as follows:

	F	S	D	A	W	C	Move
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"
Horse	0	3	4	0	1	3	24cm/10"

NB. As you can see, horses have a Fight value of zero, and no Attacks. When a Rider of Rohan fights an enemy, his horse takes no part in the combat – no dice are rolled on behalf of the horse and if the Rider of Rohan wins the fight his horse does not strike blows. We'll explain more about how cavalry fight in combat later. Also, although mounts usually have a Courage value, only the Courage of the rider is tested. Mounts never test against their own courage.

Cavalry in the Move Phase

Cavalry models are moved in the same way as models that are on foot, with various additional rules and exceptions. Cavalry models always use the Move rate of the mount rather than the rider.

◄ CAVALRY AND TERRAIN

This Rider of Rohan must carefully lead his horse through the dense undergrowth.

Difficult Terrain

Unlike models on foot, who can move through difficult terrain at half their usual pace, cavalry cannot traverse such terrain at all while remaining mounted, unless the scenario special rules state otherwise. Difficult terrain is either too dense or too dangerous. However, a rider can dismount and lead his mount through difficult terrain at half his normal Move rate. For example, a Man who has a Move rate of 14cm/6" can lead a horse through a wood at 7cm/3" – halving his normal Move distance because of the terrain effects. It is usually most convenient to use the same model, although if you have an unmounted version of the rider, you can use it to make things clearer. Simply keep the cavalry model and unmounted rider together while they move, so that their bases are touching. The rules for mounting and dismounting are covered later.

► MOVING FREELY

The Rider may simply step over this low wall, whereas a warrior on foot would have to jump it.

Barriers and Obstacles

When it comes to moving over barriers, always consider the mount's height, not that of the rider. Note that because horses are often modelled in dramatic head-down positions you will frequently have to estimate the horse's true height – easiest by measuring the height of a comparable horse with its head held high. It is the true height of the horse that affects its ability to cross a barrier – not the pose of its head!

The Rohan horses provided with Pack 13 are approximately 4cm/2" tall, and are a typical height for a model horse. All barriers that are less than half this (less than 2cm/1" high or wide) are crossed without penalty. Any barriers between half and double the horse's height are counted as obstacles (between 2cm/1" and 8cm/4") and can be jumped. Any barriers taller or wider than 8cm/4" are impassable.

Jumping

A mount will not willingly jump down a sheer drop more than double its own height. Cavalry can jump over obstacles between half and double the height of the mount, as follows. Make a roll on the Jump table (see Pack 6's Playing the Game) in the same way as you would for a warrior on foot. Remember to reduce the dice result by -1 if the obstacle is taller or wider than the mount's height. If a 1 is rolled when attempting a jump with a mounted model, then a further attempt can be made. Roll again to see if it is successful. However, if a further 1 is rolled, then not only does the model fail to jump, but the rider is thrown from his mount. Roll another dice and check the result on the Thrown Rider table (pg 4).

NB. Cavalry models cannot climb, lie down or crawl. Steeds cannot do so even if their riders have dismounted!

◄ JUMPABLE BARRIER

This stream may be jumped, but the rider risks being thrown!

Mounting and Dismounting

Dismounting can be done automatically, with no tests required. The rider can dismount at the beginning of his move in order to lead his mount through difficult terrain, in which case use the normal difficult terrain rules and the rider's speed on foot. Alternatively, the rider can dismount at any time during his mounted move, but will be unable to move further that turn and is deemed to have used up all of his movement regardless of the distance moved.

A model can mount a horse or similar mount whose height to the saddle is not more than twice the height of the rider. This is treated as a jump and a Jump test is made. If a 1 is rolled the model fails to mount; a 2-5 is successful but the model's move ends; and on a 6 any remaining proportion of the model's move can be completed by the mount.

▲ MOUNT UP!
The warrior moves to his horse and makes a Jump test to mount. He is successful but can move no further this turn.

➤ VISIBILITY
Line of sight is always checked from the rider's point of view.

Line of Sight

In the case of a mounted model, the 'model's eye view' is always taken from the perspective of the rider. As the rider is directing his mount, it is his ability to see which counts, not that of the horse. This is important for establishing whether a warrior can see an enemy he is about to charge or shoot at.

Ladders and Steps

Cavalry models cannot climb ladders – horses are just not designed for the task! Cavalry cannot climb steep or especially narrow stairs – but steps that are broad and shallow can be moved over at half the mount's usual pace. For example, a broad flight of stone steps leading up to a public building would probably be possible to move over, but a winding stairway in a tower would not. If in doubt about a particular feature, make sure that both players agree whether steps are accessible to cavalry before the game begins.

THROWN RIDER TABLE

DICE	RESULT
1	Knocked flying – The rider hits the dirt and is placed lying down beside his mount and can do nothing else for that turn. If engaged in a combat he fights lying down.
2-5	Rises from the dust – The rider disentangles himself from his mount and dusts himself down. The rider can do nothing else for that turn – when engaged in a combat, he cannot strike blows if he wins.
6	Leaps into action – The rider bounds from the saddle of his plunging mount to confront his enemy. The model is replaced by one on foot and suffers no further penalty.

Magical Powers and Cavalry

If a model employs a magical power (such as Immobilise) against a mounted miniature, the rider is always the target of the spell, since we assume he is in control of his own steed's movement. If the rider is affected, then the steed is affected as well (the entire model is immobilised in the case of the above magical power). Of course, if the rider has any Will available and wishes to use it, he gets a chance to resist the spell in the usual way. If the steed happens to be a Hero as well (a very rare situation) and has any points of Might or Will, they can be used by the rider when he is attempting to resist the spell.

EXCEPTION TO THE RULE

The exception to this rule is the Sorcerous Blast power. In this case, if the power is not resisted, both the steed and the rider suffer a Strength 10 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground.

◄ SORCEROUS BLAST

Saruman casts a Sorcerous Blast against the Rider of Rohan, throwing the Rider from his steed and knocking both rider and mount to the ground.

Cavalry in the Shoot Phase

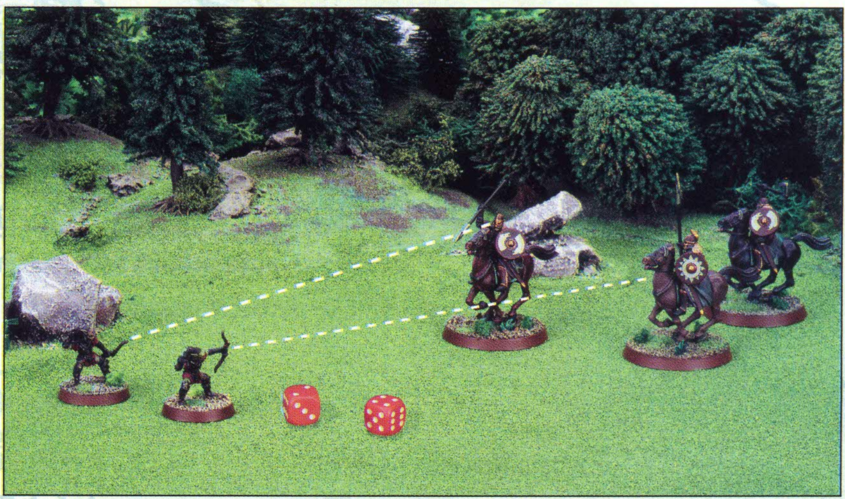
When it comes to shooting at cavalry we must take into account the chance of a shot striking the mount rather than the rider. There might also be occasions when an enemy deliberately shoots at a mount – in which case we must consider the possibility of the rider being accidentally hit. The following rules allow for both these eventualities and discuss what to do when riders and their mounts fall.

Shooting at Cavalry

If a cavalry model takes a hit from shooting, a single dice roll is made. On a 1, 2 or 3 the mount is hit, and on a 4, 5 or 6 the rider is hit. This is similar to the 'In the Way' rule.

Slain Mounts

Hits on mounts are worked out in the same way as shots against warriors on foot, using the Wound chart from Pack 5. Should the mount be slain, its rider is unexpectedly thrown from the saddle. The rider can be replaced with a foot version of the model if you have one available. Roll a dice to determine what happens to the rider as a result of the fall, as set out in the Thrown Rider table.



▲ MISSILE FIRE

The Goblins fire at the Riders of Rohan. One of the Goblins hits a Rider, while the other hits a horse.

Removing Casualties

When a rider is killed it is usually convenient to remove the entire model, because in most situations we are not concerned with loose mounts. They would just get in the way of the remaining warriors on the battlefield.

In some scenarios it is important to know how many models have been slain, in order to work out who has won. In the case of cavalry, the model is counted as slain once the rider is killed. The mount does not count towards the total of slain models.

Cavalry in the Fight Phase

For most purposes, cavalry fight exactly like warriors on foot – the rider fights against enemies in the same combat. Steeds do not attack – they are mounts, not warriors – but their size and momentum add to their rider's attacks as described below.

Cavalry Charge!

The greatest advantage of riding a horse is that a warrior on a charging mount is very difficult to stop – the sheer weight and impetus of the attack will often knock the enemy to the ground! There are two rules to represent this extra fighting ability. If a mounted warrior charges a warrior on foot then he receives two special bonuses – 'Extra Attack' and 'Knock to the Ground'. He receives these bonuses regardless of the number of enemy models he charges, so long as all his opponents are warriors on foot. The bonuses apply even if the mounted warrior is subsequently charged by another enemy on foot. They do not apply to mounted warriors who charge enemy cavalry, or mounted warriors subsequently charged by enemy cavalry. To claim these bonuses, the mounted warriors must be fighting only against warriors on foot.

Extra Attack: A mounted warrior with this bonus gains an extra Attack in combat. So, a rider with 1 Attack on his profile would roll two dice in a fight, a warrior with 2 Attacks rolls three dice, and so on.

▲ WARG ATTACK
The Warg Rider charges the Rohirrim and gains an extra Attack. The Rohirrim chooses to shield, so both combatants roll two dice this turn.

Knock to the Ground: If a mounted warrior with this bonus wins a fight, all his opponents are knocked to the ground. A warrior who is knocked to the ground must also back away 2cm/1" because he lost the fight. The model is then placed on his side to show that the warrior is lying on the ground. That means he will take double strikes from his enemies, just like a model that has fought whilst lying down. If he is charged in the following turn before he has had a chance to stand up, he will have to fight from the ground (see the rules in Pack 6's Playing the Game).

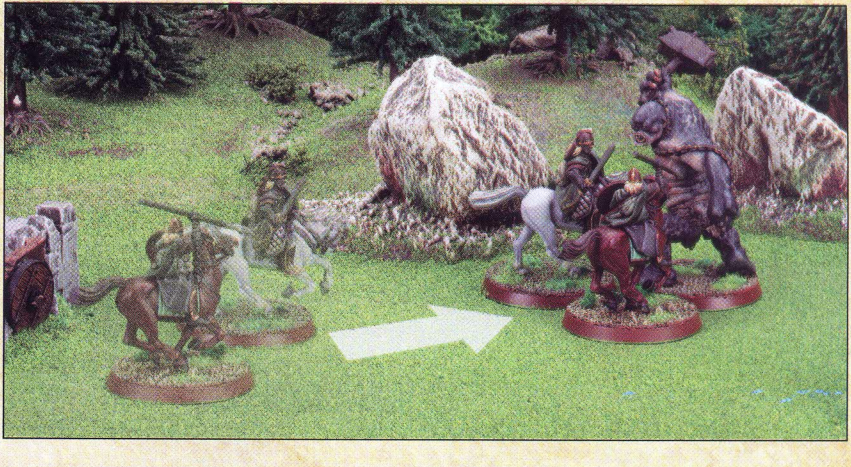
NB. A trapped warrior who is knocked down takes double strikes. The model does not take 'double double' strikes because he is trapped and lying down – the penalty counts for both.

▲ TRAMPLED!
The Goblins are knocked to the ground and will suffer double strikes from the Riders.

> *'May these horses bear you to better fortune than their former masters.'*
>
> ÉOMER™

EXCEPTION TO THE RULE

Models with a Strength of 6 or more are simply too big or too powerful to be easily pushed around. These models cannot be knocked to the ground by cavalry unless the mount itself has a Strength of 6 or more.



➤ HEAVY RESISTANCE
The Cave Troll is too big and heavy to be pushed over by a cavalry charge.

▲ SLAIN MOUNT
Winning the fight, the Uruk-hai chooses to attack the mount. With his horse slain, Aragorn backs away as usual after losing a combat and must now fight on foot!

Strikes against Cavalry

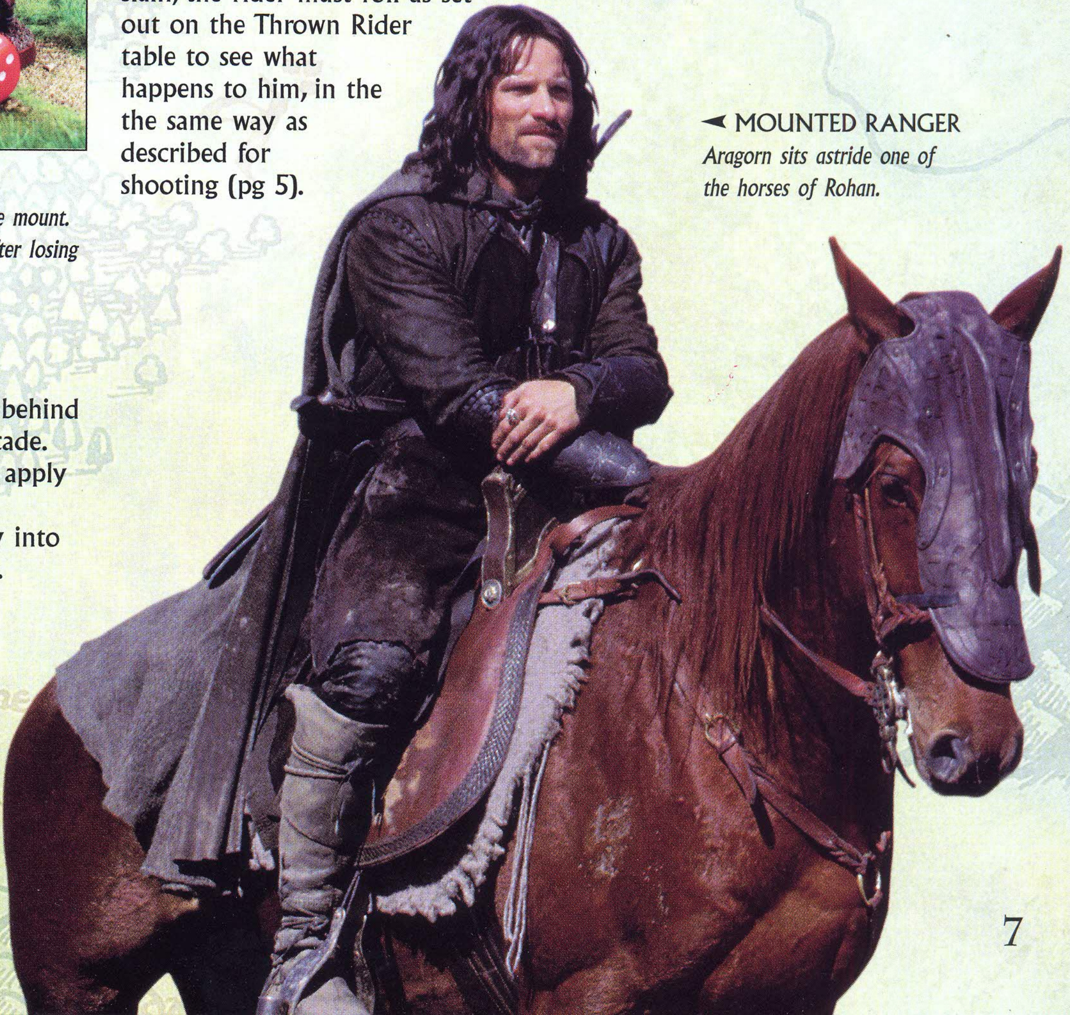
If a mounted warrior loses a fight, his foes can elect to strike either the rider or mount. This is the choice of the attacking player, and if he has several Attacks to distribute he can strike against both rider and mount. There is no need to roll to determine which has been hit (as for hits from shooting) – warriors are close enough to engage directly, so we allow the attacker the choice. If the mount is slain, the rider must roll as set out on the Thrown Rider table to see what happens to him, in the the same way as described for shooting (pg 5).

Defending a Barrier

A mounted model cannot defend from behind cover such as a hedgerow, wall or barricade. The rules for defending barriers do not apply to mounted models. This is because the mounted warrior is not able to get fully into cover in the same way as a foot warrior.

Shielding

Mounted models cannot 'defend by shielding', but they still get the +1 bonus added to their Defence value if they are carrying shields.



◄ MOUNTED RANGER
Aragorn sits astride one of the horses of Rohan.

Attack at the Ford

The Riders of Rohan ruthlessly hunt down Saruman's raiding parties of Uruk-hai. In this Pack, we look at what would have happened if some of the Uruk-hai had fled back towards Isengard, with the Riders in close pursuit.

When Saruman's forces begin their attacks on the Rohan villages, a small band of loyal Rohirrim ride out to meet the threat. The Uruk-hai are forced to scatter, and nearly all are pursued and killed by the Men of the Riddermark. In this scenario, a small band of the Uruk-hai, led by a Captain, attempt to flee from the Riders of Rohan back to Isengard. Unfortunately, their only escape route is a nearby ford, which takes them past a Rohan garrison on the banks of the Entwash. A small troop of Rohan militia race out to meet the Uruk-hai, while a band of Riders chase them, hot on their heels. Trapped between two Rohirrim forces, the Uruks must break through and reach the safety of the shadow of Orthanc.

◄ DEFENCE OF ROHAN
The Uruk-hai are met with heavy resistance.

THE COMBATANTS

By combining the models supplied in this Pack with the horses from Pack 13, you can complete your Riders of Rohan miniatures. For this Battle Game you will need all six Riders, as well as eight of your Rohirrim on foot (supplied with Pack 7). Leave the Rohirrim archers aside for this game. You will also need ten plastic Uruk-hai with swords, as supplied in Packs 4 and 10, and the metal Uruk-hai Captain from Pack 9. See this Pack's Painting Workshop for advice on painting and assembling your Riders of Rohan.

► *Saruman's Uruk-hai, bent on seeing all of Rohan in flames!*

▼► *The valiant Rohirrim, battling to cleanse their lands of the Uruk-hai menace.*

CHARACTER PROFILES

WARRIORS OF ROHAN™

The people of Rohan have been forced to endure the incursions of Saruman's forces into their lands for too long. Now, led by Éomer, the Riders of Rohan are hunting down the Uruk-hai that blight their plains. Wherever they discover Saruman's raiding forces, the Riders crash into their ranks, scattering them to the four winds. The Uruk-hai try to flee but the Riders of Rohan ride them down, seeking to prevent even a single warrior of the White Hand from leaving their realm alive.

URUK-HAI™

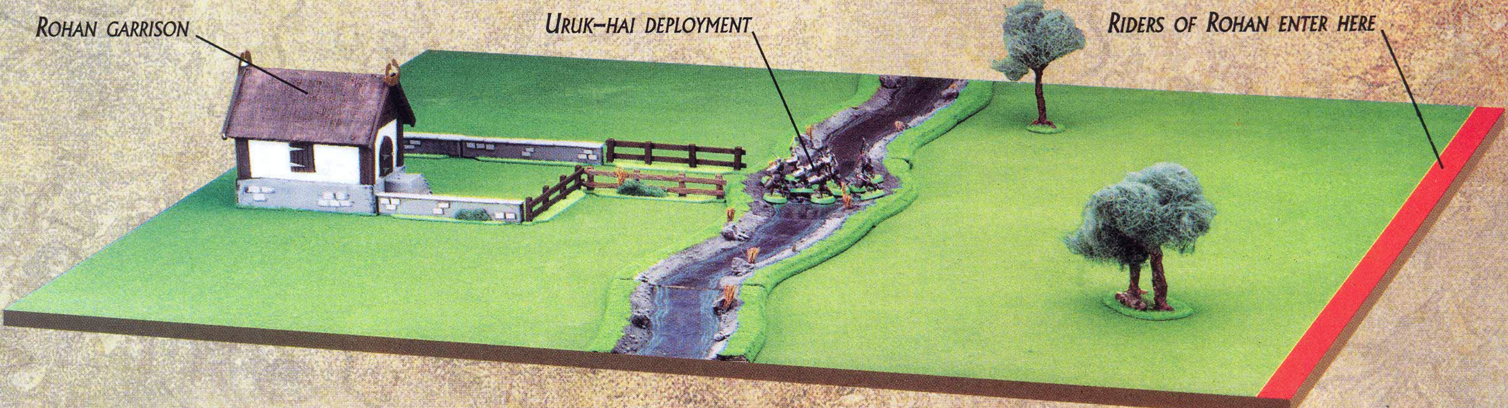
The Uruk-hai have been sent by Saruman to burn, pillage and destroy the villages and farmsteads of Rohan. Cruel and pitiless, the Uruk-hai are perfect for the task, carrying out swift attacks on the unprepared people of Rohan, demoralising them in preparation for Saruman's forthcoming invasion. When Éomer's Riders catch up with them, they attempt to flee, but are unprepared for the wrath of the proud Horse-lords of Rohan.

The Battlefield

For this scenario you will need a gaming area approximately 120cm/4′ by 120cm/4′. Mark out a river 14cm/6″ wide running across the centre of the board, from edge to edge. This Pack's Modelling Workshop explains how to construct a model river. Place the ford as close to the centre as possible. Nominate the area on one side of the river to be the Good side, and place a few pieces of scenery there, such as a Rohan house to represent the garrison, and some fences and walls to mark a rough 'road' leading from the ford to the building. One example is shown below. The area on the other side of the river represents the outer limits of Fangorn Forest, and you can place a few trees around to add some interest to the gaming area.

Starting Positions

The Uruk-hai models deploy directly on the ford itself, in the centre of the board. The Riders of Rohan do not start the game on the board, but instead move on from the table edge marked in red in their first Move phase. The Rohirrim on foot hurry to meet the threat, but are unprepared. Therefore they do not deploy on the board, but come out of the garrison later, as described below. As the warriors do not realise that the Uruk-hai are approaching, the Evil side moves first.



THE FORD OF ENTWASH
A Rohan garrison lies in peril on the banks of the river Entwash.

Special Scenario Rules

The Ford

The ford is the only crossing point along the river. The fast-flowing Entwash may not be traversed at any other point. In addition, the ford counts as difficult terrain, due to the wet, treacherous rocks. This ford is particularly shallow, and leads into a well-used road. Therefore cavalry models may cross it at half speed rather than having to dismount.

The Garrison

The Uruk-hai arrive in the middle of the night, when the Rohirrim are unprepared. To represent this, instead of all the Warriors of Rohan starting the game on the board, the Good player must roll a dice for each model that is still inside the garrison at the start of each Move phase. On a roll of a 4, 5, or 6, the model enters play from the doorway of the garrison building. It may then move and shoot as usual. On a score of 1, 2, or 3, the model does not arrive, and the Good player must try again next turn.

THE ROAD TO ISENGARD
The ford offers the Uruk–hai the only route back to their master, Saruman.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Warrior of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Uruk-hai	4/-	4	6	1	1	3	14cm/6"	-	-	-
Uruk-hai Captain	5/-	4	6	2	2	4	14cm/6"	2	1	1

All the Uruk-hai in this scenario carry shields, giving them +1 Defence for a total of 6. Likewise, all the Rohirrim models carry shields, and so their Defence values are increased to 5. These bonuses have already been included in the profiles above.

Riders of Rohan

Wargear: Hand weapon, armour, shield and bow. Two of the riders also carry a throwing spear.

Expert Riders: The Riders of Rohan are natural horsemen. Add +1 to the dice roll when taking any Jump test while mounted.

Warriors of Rohan

Wargear: Hand weapon, armour and shield (bonus already included in the profile above).

Uruk-hai

Wargear: Hand weapon, armour and shield (bonus already included in the profile above).

Uruk-hai Captain

Wargear: Hand weapon, armour and shield (bonus already included in the profile above).

WINNING THE GAME

The Evil player has 12 turns in which to get three or more of his models off the Good side's edge. If three Evil models move or flee off the edge of the board where the garrison is stationed, then the Evil player wins. If they do not achieve this goal, or if their force is wiped out, then the Good side wins.

NB. Remember to take Courage tests if either side is reduced to less than half its starting models. The Uruk-hai can still win, even if they fail Courage tests and flee off the board! However, a fleeing model must move away from the nearest enemy, or towards the closest board edge. This might lead to the Uruks fleeing off the wrong edge.

Alternative Approaches

Using Alternative Forces

When played with the combatants listed, the sides in this scenario are quite evenly matched. However, you might find it a challenge to play the game again with alternative forces. Try replacing half your Uruk-hai with pikemen instead of swordsmen. You could also replace four of your Warriors of Rohan with the archers you didn't use. These substitute forces may make one side more powerful than the other, but will give you a chance to experiment and see how things work when you put alternative weapons into the game.

ROHIRRIM TACTICS

The Good player may find early on that their Warriors of Rohan are hopelessly outmatched at the garrison. However, by using their throwing spears and shielding abilities, they should be able to survive long enough to give the riders a chance to catch up with the Uruk-hai.

The Good player can use his Riders to shoot at the Uruk-hai with bows, but this will slow them down considerably. Riders are much more likely to kill the Uruk-hai in combat with their devastating cavalry charges, and bows only really come into their own if the Uruk-hai look like they are going to escape. In this case the Riders can try to pick them off just before they leave the board.

Remember that Riders of Rohan are Expert Riders, and gain a +1 bonus to their dice roll to jump an obstacle. If the Uruk-hai try to shake them by leaping over the barricades, the Riders are much more likely to be able to charge after them than the Warriors on foot.

◄ DELAYING TACTICS

The Warriors of Rohan shield themselves to hold up the Uruk–hai assault.

► FEROCIOUS CHARGE

The Riders catch up with the Uruk–hai, and show no mercy!

◄ BORN IN THE SADDLE

The Riders are adept at leaping obstacles on horseback.

URUK-HAI TACTICS

The Uruk-hai are very tough and able fighters, but in this scenario they run the risk of being charged from behind by cavalry, or being bogged down by the Warriors on foot. To counter this, the Evil player could leap the barriers to give them a head start against the Rohirrim, and also put some cover between them and the enemy missile weapons. In addition, it might be worth keeping one or two models back near the ford to buy the main force more time to escape. A well-timed Heroic Move or Combat from the Captain could make all the difference, allowing the Uruks to move out of sequence, or enabling the Captain himself to engage multiple opponents in a single turn. His Might also makes it much more likely for him to kill one of the tough Riders.

Because your models are cramped into a small area, confined by barriers, and being attacked from both sides, there is a high risk of your models being trapped. Remember that your own models do not trap you, and its perfectly fine to move them around slightly so that your fighter can back away.

▲ EVADING THE ROHIRRIM
A few Uruk–hai stay behind to fight, while the rest leap over the barriers to escape.

◄ MIGHTY CHAMPION
The Captain calls a Heroic Combat, slaying a Rider and hurtling into the Warriors in a single phase!

Next Pack...

The second of our Battle Reports pits the entire Fellowship of The Ring against Saruman and his army of Uruk-hai. Can the Fellowship make it through the Gap of Rohan? Or will Saruman put an end to the Ringbearer's quest?

'Make for the Gap of Rohan!'

BOROMIR™

➤ GAP OF ROHAN
Saruman deploys the army of Isengard to try to destroy The Fellowship of The Ring.

The Riders of Rohan™

Astride their mighty steeds, the Riders of Rohan fight against the Uruk–hai that invade their lands. This Painting Workshop shows you how to paint your Rider models, ready to be mounted on the Rohan Horses from Pack 13.

Horse-lords of Rohan

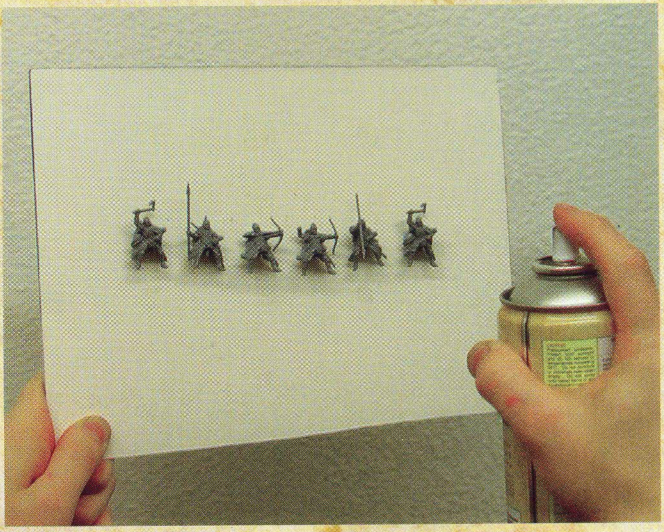
With the rules for using cavalry given in this Pack's Playing the Game, you can see that cavalry are a potent force on the battlefield. This Painting Workshop will help you paint these models to a standard worthy of their prowess. Most of the painting techniques used on the Riders are the same as those for the Warriors of Rohan shown in Pack 7. In addition, we will apply shading and highlights to add a dark, mid and light tone to the green cloaks. To paint the Riders of Rohan you will need the following acrylic paints: black, white, brown, green, yellow, red, gold, silver and flesh.

◄ RIDERS OF ROHAN
Mounted warriors like these possess the speed, manoeuvrability and power that foot soldiers lack.

PAINTING ESSENTIALS

Preparing Your Riders

Cut your models from their plastic sprue with a pair of modelling clippers and trim away any flash as usual. You will find that it is much easier to paint the Riders before you glue them to their horses. Undercoat the models with black paint, either by using spray paint or by hand-painting them. If you are spraying them, temporarily attach them to a piece of card so that they are all facing forward. Spray this side of the models first and then, when dry, reverse them in order to spray the other side.



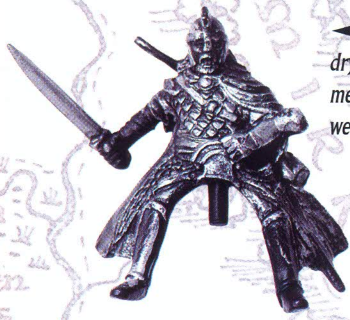
► READY FOR SPRAYING
Fixing the models to card makes them easier to spray.

Painting Your Miniatures

1 Weapons and Armour

Like the Warriors of Rohan, the Riders are individual warriors who all have a similar look. We have chosen one to use as an example but with a little imagination it is easy to apply these steps to all your Rider of Rohan models.

It is usually better to start with the messiest step – in this case the weapons and armour. Dry-brush these areas with silver paint and then give them a wash with watered-down black paint. After this, run silver over the edges of any weapons, such as axes or swords.

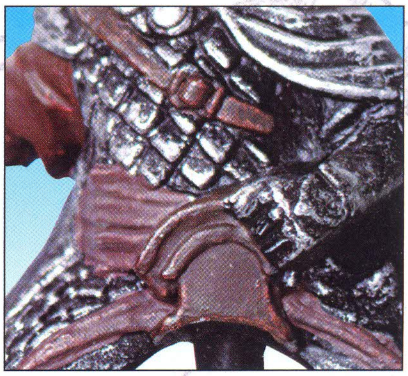


After a simple dry-brush and wash, the metal on the armour and weapons is complete.

2 Painting the Leathers

As shown in Pack 7's Painting Workshop, the Rohirrim use a lot of leather for their clothes and armour. These leathers are painted in various shades of brown. By mixing different colours with the basic brown you can create a remarkable variety of leather tones.

Red and brown paints are mixed for the undershirts and sleeves of the riders. A white and brown mix is used to paint any tunics or robes on the models. Finally, brown is used on its own on any leather armour and straps. As with the Warriors of Rohan, if a strap runs across another brown section, leave it black instead of painting it brown.

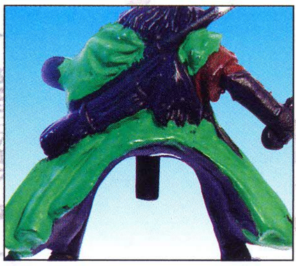


Use a brush with a fine point so you don't go over the areas you've already painted.

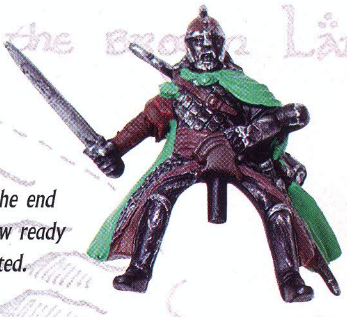
3 Painting the Cloak

The cloaks of the riders have lots of deep creases on them, which makes them perfect models to shade and highlight. Shading and highlighting are the techniques used for exaggerating the darker tones of recesses and the lighter colours on the edges.

As a miniature is so much smaller than the real thing, we need to exaggerate these variations in tone to make the area we are painting look realistic. Without this, the result will look too flat and it will be harder to see the detail. The first step in this is to paint the whole cloak green. This will form the 'base coat' or 'base colour'.



An even coat of green on the cloak provides the base colour for further shading and highlighting.

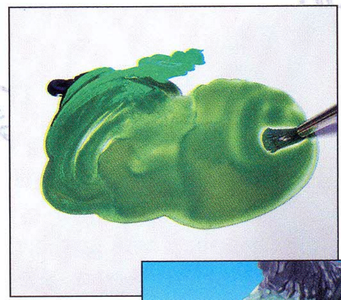


A Rider of Rohan at the end of Step 3. His cloak is now ready to be shaded and highlighted.

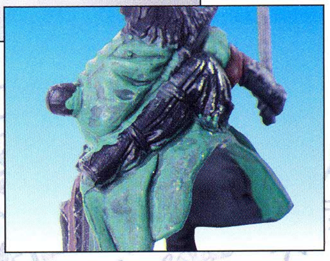
4 Creating the Shade

An easy way to create shading on the cloak is to apply a wash of a darker colour. This wash follows the same basic principle as the armour, only this time the paint is a different colour. Put some green paint on your palette and mix in a small amount of black paint to darken the tone. If this green is not noticeably darker than the original, add a little more black to the mix.

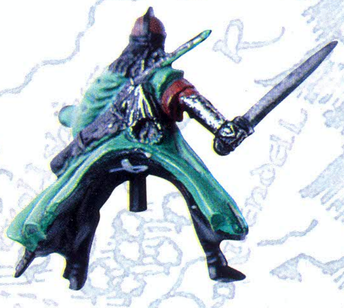
Once you have a dark green tone that you are happy with, water it down considerably until it is the consistency of ink. Take some of this wash onto your brush and apply it to the cloak. You will notice that the wash pools in the recesses of the folds in the cloak, thus creating the impression of deep shadows. Be careful not to get any of the wash onto the armour you have already painted.



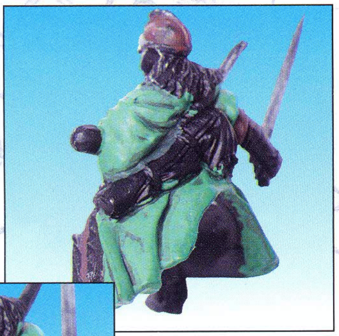
◄ Mix black with green to create a new, darker tone. You may find it helpful to keep a spot of the original green handy for reference.



▲ After the wash has been applied, leave it to dry. You can now see the shading effect in all the recesses.



▲ Your model at the end of Step 4, ready for the cloak to be highlighted.

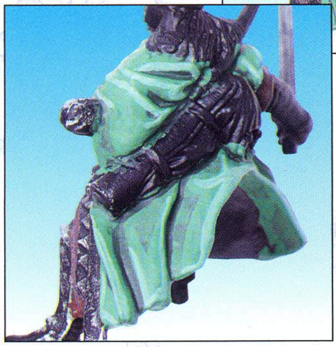


◄ Going over the cloak again with green, after the wash has dried, brings the base colour back. Be careful not to paint into any of the creases this time.

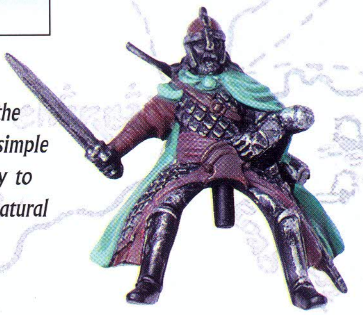
5 Painting the Highlights

Once the wash is dry, we can start to apply the highlights by painting a lighter tone on the edges of the cloth to suggest where the light catches the raised areas. The first step is to paint a wide band of the original green along all the edges of the cloak. This reinforces the base colour that may have been darkened by the wash, and forms the basis for the final highlight.

To create the highlight colour, mix a small amount of white paint in with the green until you have a noticeably lighter tone. With a fine brush, paint this colour onto the very edges of all the creases and folds and along the edges of the cloak. The end result should show the contrasts between the dark shading, the mid-tone base colour and the lighter highlights.



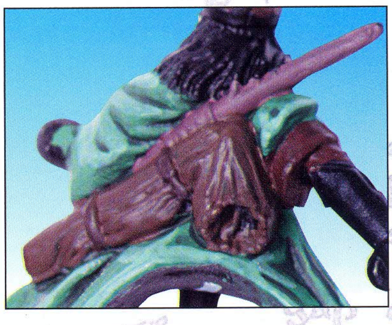
◄ Painting a lighter tone on the edges is a very simple and effective way to exaggerate the natural lighting effect.



▲ After highlighting the cloak, your Rider of Rohan will look like this.

6 Quiver and Bow

Now that you have finished painting the cloak, you can move onto the bow and quiver. Paint the quiver black first, to cover any stray splashes of green. Then apply a brown and yellow mix, leaving a black line around the edges. Finish off the straps with a pure brown. Any fletchings on the arrows can be carefully dry-brushed with white. Finally, a brown and white mix can be used to paint the bow.



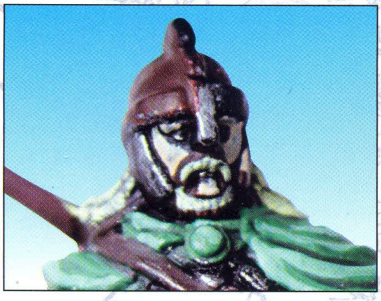
◄ Paint the bow and quiver on the model's back using different shades of brown.

7 The Face, Hands and Hair

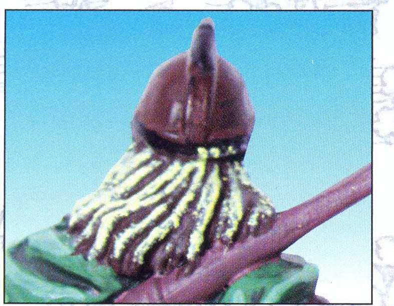
Carefully paint the face and hands with flesh, leaving a black lining effect between the fingers and on the features of the face, such as the eyes, nose and mouth. The distinctive blond hair of the Rohirrim can be painted in exactly the same as for the Warrior of Rohan from Pack 7. First paint the hair brown and then carefully dry-brush with a yellow and white mix.

8 Finishing Off the Details

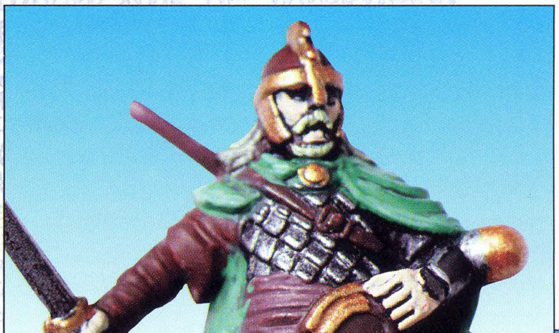
The helmet can be painted brown, and any details, such as the cheek plates (they're the pieces that hang down the side of the face on the helmet) and the rims, can be painted gold. The handle on the sword can also be finished in gold, while any spear hafts or axe handles can be painted brown. Paint the boots and leg greaves black, and paint the rim detail silver. Finally, any buckles can be painted silver.



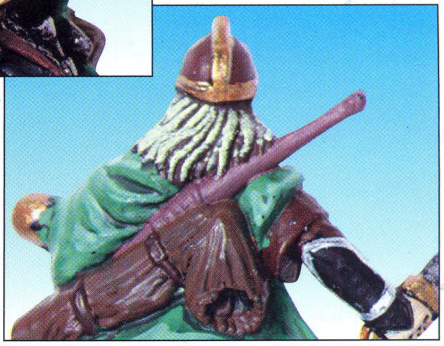
◄ *Paint the face using the black lining technique.*



► *A careful dry-brush of yellow over brown creates a look of natural hair.*



◄ *Use a fine brush and keep your hand steady while painting intricate details.*



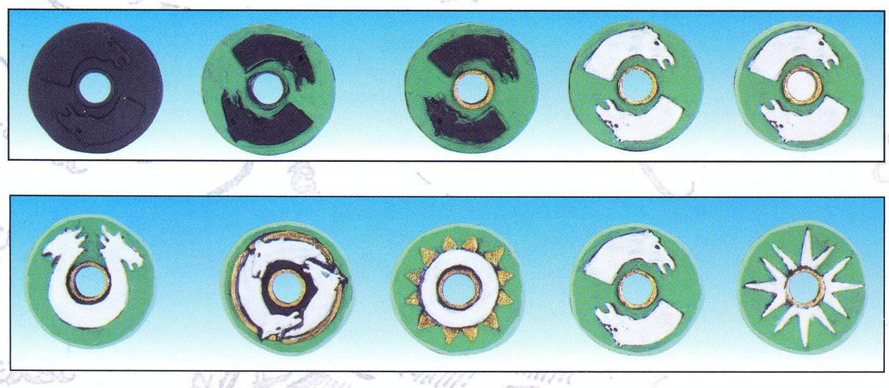
► *Paint the greaves on the legs and arms black, then give the rims a silver edge to complete the rider.*

9 Shields and Heraldry

The shields can be painted in exactly the same manner as with Pack 7 – the traditional white device on the green field of the Rohirrim, with the centre (or boss) gold. This time, if you like, you can add a bit of highlighting to the rim of the shields. Mix white with green until you get a lighter green tone. Then run this around the edge of the shield, leaving a highlight glinting on the rim.

10 Mounting the Rider

The last thing to do is to put the Rider onto the horse. The peg on the seat of the Rider should slot into the hole on the horse's saddle. You can superglue the Rider into place if you prefer.



▲ *Paint the shields the same way as for the Warriors of Rohan in Pack 7 and then add a lighter edge around the rim.*

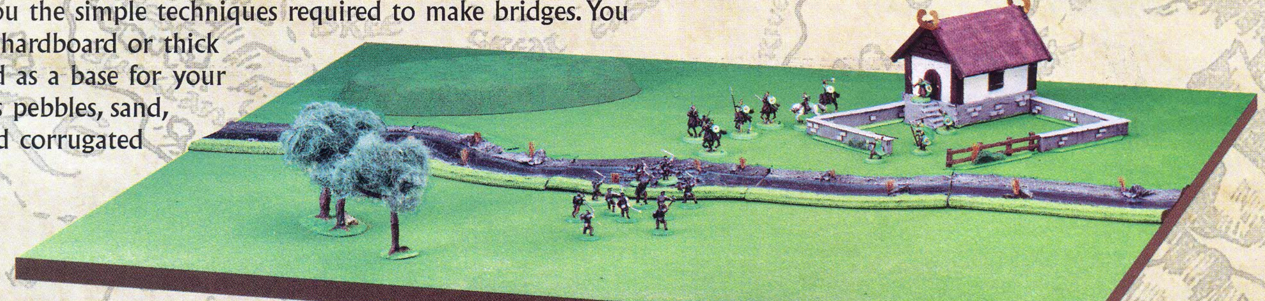
▲ *This Rider is now ready to take to the plains of the Riddermark and hunt down the Uruk–hai.*

Rivers and Fords

In many scenarios, such as this Pack's 'Attack at the Ford', rivers and fords will be among the most attractive terrain pieces in your collection. In this Pack we show you the simple techniques needed to make them.

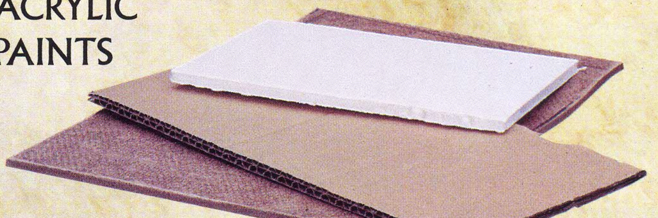
Rivers form focal points for many Battle Games, and the great rivers of Middle-earth, such as the Anduin, the Entwash and the smaller Bruinen, feature many times in *The Lord of The Rings* movies. Crossings, such as fords and bridges, can form vitally important strategic points in your Battle Games, offering tactical advantages to whoever controls them. In this Pack we look at making rivers and fords, and in Pack 15 we will show you the simple techniques required to make bridges. You will need some hardboard or thick mounting board as a base for your rivers, as well as pebbles, sand, plaster filler and corrugated packing card.

▼ CROSSING POINTS
Rivers and fords make attractive additions to your gaming area.



YOU WILL NEED

- 5MM HARDBOARD, FOAM CARD, OR THICK MOUNTING BOARD
- PEN OR PENCIL
- SHARP SCISSORS
- CORRUGATED PACKING CARD
- PLASTER FILLER AND PVA GLUE
- MODELLING SAND, GRAVEL AND FLOCK
- STONES AND PEBBLES
- OLD BRUSH BRISTLES
- MODELLING OR COPING SAW
- SHARP MODELLING KNIFE
- BLACK, WHITE, BLUE AND GREEN ACRYLIC PAINTS



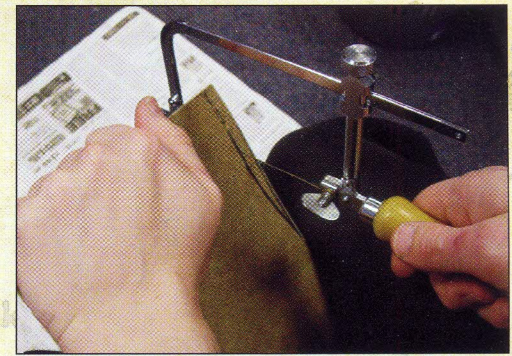
▲ BASE MATERIALS
Hardboard is a very durable base material but is tough to cut, and is generally only available in large sheets from DIY stores. Mounting board and foam card are stocked by all good art and hobby shops. They may warp a little, but are much easier to work with. Packing card tends to warp considerably, but is very easy to find and costs next to nothing.

TOP TIP

Before you begin to make your river, it is a good idea to sit down and plan out how big it is going to be. Our model river is made in sections, each between 20cm / 8" and 14cm / 6" long. These sections are placed end-to-end to form a gently winding river. Obviously, the more curved and twisted you want the river, the more sections you will have to make. We decided to make enough sections to stretch in a line across a 120cm / 4' gaming board, plus two curved pieces and a ford so that we could add variation occasionally.

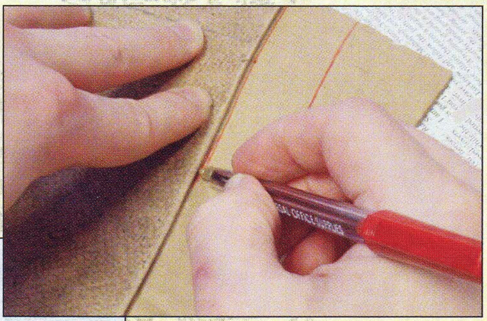
1 Making the Base

A good, solid base is essential for river sections. Take your chosen material and mark out the section with a pen or pencil. The sections should be up to 25cm / 10" long. If they are any longer, you may find that warping occurs. We found that 14cm / 6" was a good measurement for the width. Make it as curved as you like, but stick to your plan! Once you have marked out the base, it is time to cut it out. If you are using mounting board or foam card, then a modelling knife will probably be sufficient, but if you are using hardboard, then you will need a modelling saw or coping saw. It is important that the narrow ends are all the same width and are straight, to enable all the sections to butt up against each other neatly. However, the long edges can be as curved and irregular as you like.



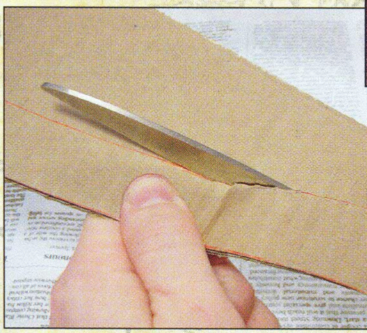
▲ SAWING THE WOOD

You might find it helpful to brace the wood between your knees, or use a vice if you have one.



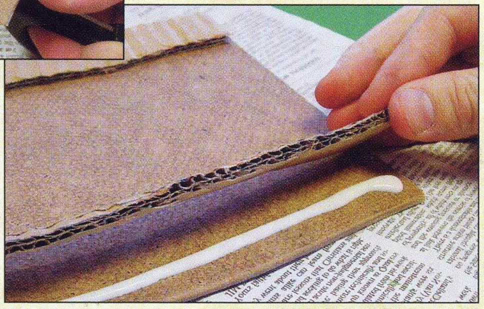
➤ MARKING OUT THE BANKS

Draw around the edge of the base to get a rough idea of the length and curvature of the banks.



◄ CUTTING OUT THE RIVER BANKS

You will need to cut out two strips per base.

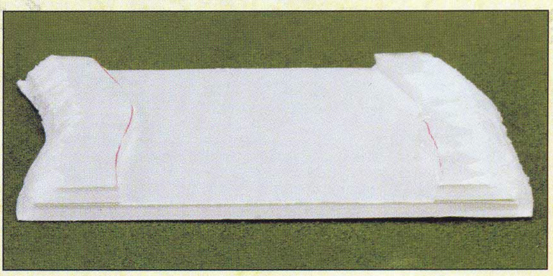


➤ STICKING DOWN THE CARD

Use PVA glue to stick the banks into position.

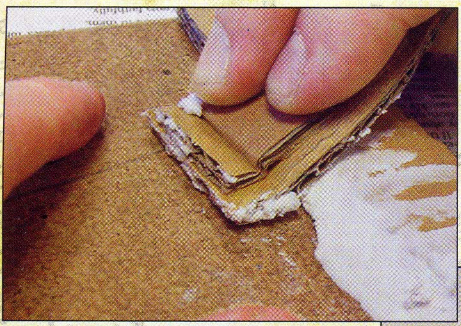
2 Building Up the Banks

The river banks can be made from corrugated packing card or foam card. Draw out two strips of card for each river section, the same length as the base. They look best if they are no more than 2cm / 1" wide, and should roughly follow the curvature of the base – you can use the edge of your base to draw around as a guide. Cut these out with a modelling knife or a pair of sharp scissors, and glue them in position onto your base. Don't worry about placing them right up against the outside edge of the base – a little gap is better, as you can then use filler to smooth out the edges (see Step 3). One advantage of foam card is that you can cut it at an angle, and then carve out a smooth curve using your craft knife. Once the glue has dried thoroughly, you are ready to move on to Step 3.



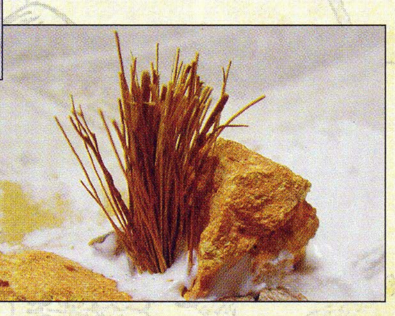
➤ FOAM CARD BANKS

If you are using foam card, cut the banks into a smooth, natural shape with a craft knife.



➤ SMOOTHING THE RIVER BANK

Use a scrap of card as a makeshift 'spatula' when using filler like this. Put down plenty of newspaper to catch the mess.

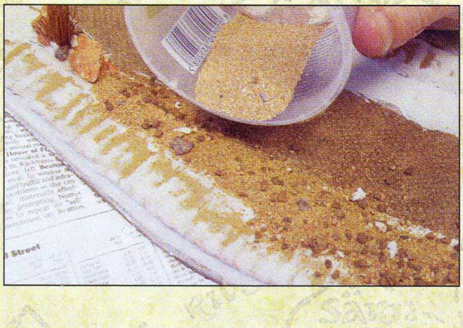


➤ ADDING DETAILS

While the filler is still wet, you can add stones and bristles to create extra details.

③ Filling in the Banks

To fill in the gaps in the river banks, put a generous amount of filler on the edge of the card strips, and work it into a smooth slope using a scrap of card. Do the same with the small gap on the outside edge of the river section. You can now add a few details to the river banks such as large rocks or reeds. Apply a spot of PVA glue to the underside of your stones and press them into the filler while it is still wet. To add reeds, cut pieces of bristle from a brush-head and stick them into the filler as well. See Pack 13's Modelling Workshop for details on using bristles in this way.



➤ ADDING TEXTURE

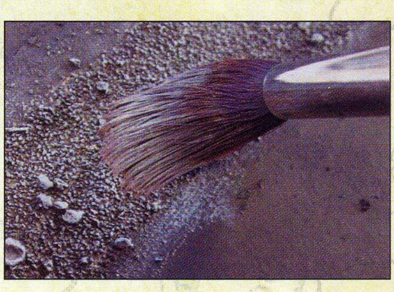
Sand will provide a quick and effective rocky texture for your river banks.

④ Texturing the Banks

Cover the interior slopes of the banks with PVA glue, then cover with sand. Shake off any excess sand and leave the banks to dry. If you want a rougher finish, lightly sprinkle some fine gravel over the glue before adding the sand. Make sure that this is totally dry before moving on to Step 5.

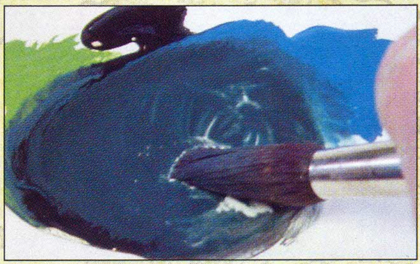
⑤ Painting the Model

Paint or spray the entire section black. If you have used foam card in the construction of your river, then do not use spray paint on it, or the inner layer of foam will melt. It is especially important to give the sand areas a good coat so that the paint runs into all the gaps created by the sand grains. Once the undercoat has dried, apply a dry-brush of grey paint over all the sand and rocky areas.



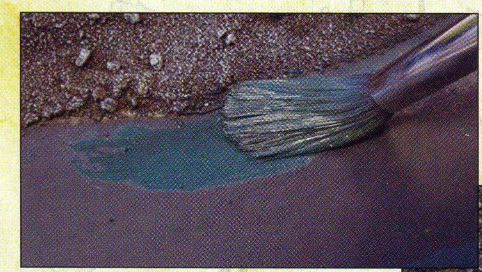
➤ PICKING OUT TEXTURE

Dry-brushing the rocks really brings out the detail.



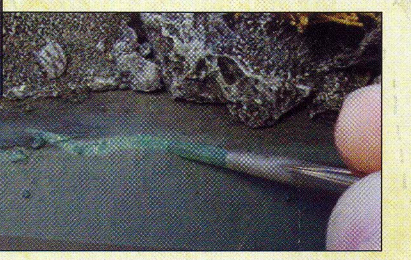
➤ REALISTIC COLOURING

Mix black, green and blue paints to make a realistic, murky colour.



➤ CREATING DEPTH

Painting a lighter tone around the edges makes the water in the middle of the river look deeper.



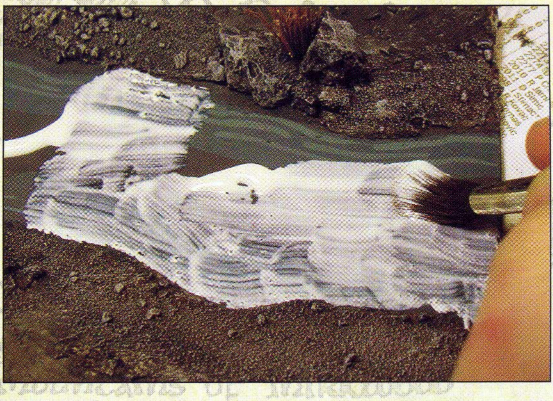
➤ ADDING MOVEMENT

Painting on fine movement lines creates the illusion of a flowing river.

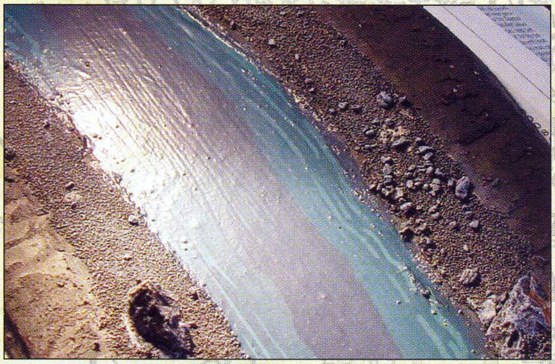
Painting water is quite tricky, and there are several ways you can do it. The easiest is to paint it blue, but we found that a dark blue-green colour was much more realistic. The base colour was mixed from black, green and blue acrylic paint. You can then highlight this dark colour. First, mix more blue and green into the base colour, and paint it on the edges of the 'water', nearest the rocks. Finally, add white to the mix, and apply it very sparingly in fine lines closer still to the rocks, as shown.

6 The Water Effect

To finish off the water, cover it with a layer of PVA glue. When this has dried, you'll see that the water has a shiny finish, making it look wet. You might want to give it a second coat to emphasise this finish.



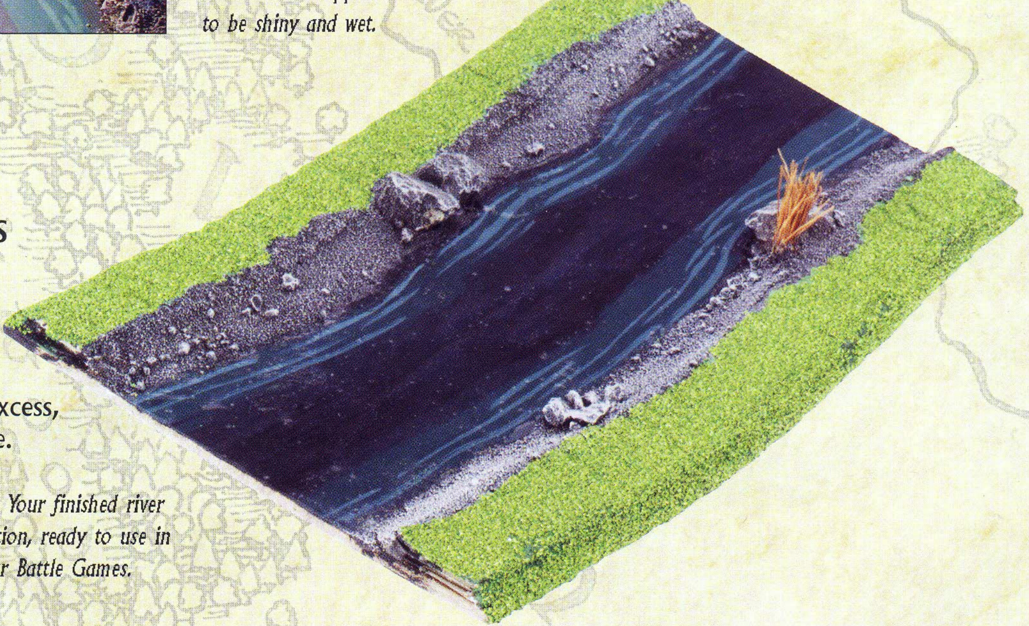
◄ COATING WITH PVA
Painting PVA glue over the river can be quite messy, so take extra care!



◄ CREATING A WET LOOK
When the PVA dries, the water will appear to be shiny and wet.

7 Finishing Touches

All that remains is to paint the outer edges of the banks with green paint, apply PVA glue to them, and cover them in modelling flock. Shake off any excess, and the river section is complete.

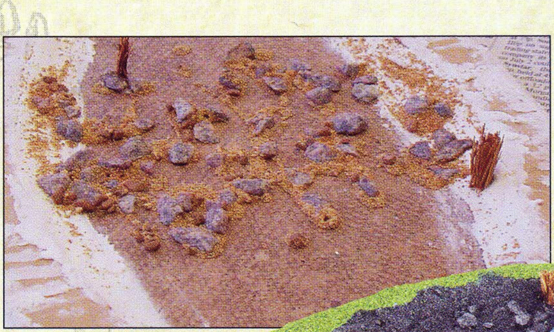


► *Your finished river section, ready to use in your Battle Games.*

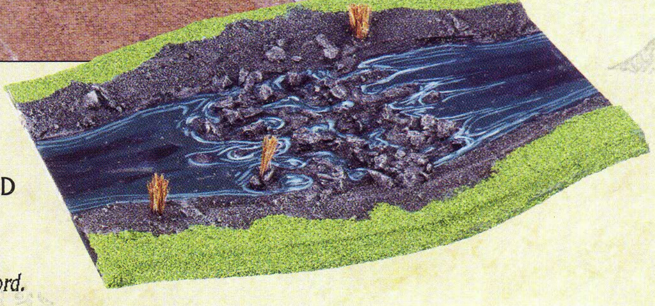
Alternative Approaches

The Ford

To make a ford for this Pack's Battle Game, you will need to follow all the steps for making a standard river section. When you cut out the base, widen it in the middle, but keep the narrow ends the same size so that they fit flush against the other sections. At the texturing stage, scatter gravel and patches of sand from one bank of the river to the other at the widest part make the ford. Paint the model as usual, remembering that the water gets lighter around the rocks and gravel. We mixed an even lighter shade of paint to finish off the water and emphasise how shallow it is here.



◄ NEARING COMPLETION
Add texture across the centre of the section to provide an obvious crossing point.



► FINISHED FORD
Adding fine highlights around the rocks will really enhance your ford.

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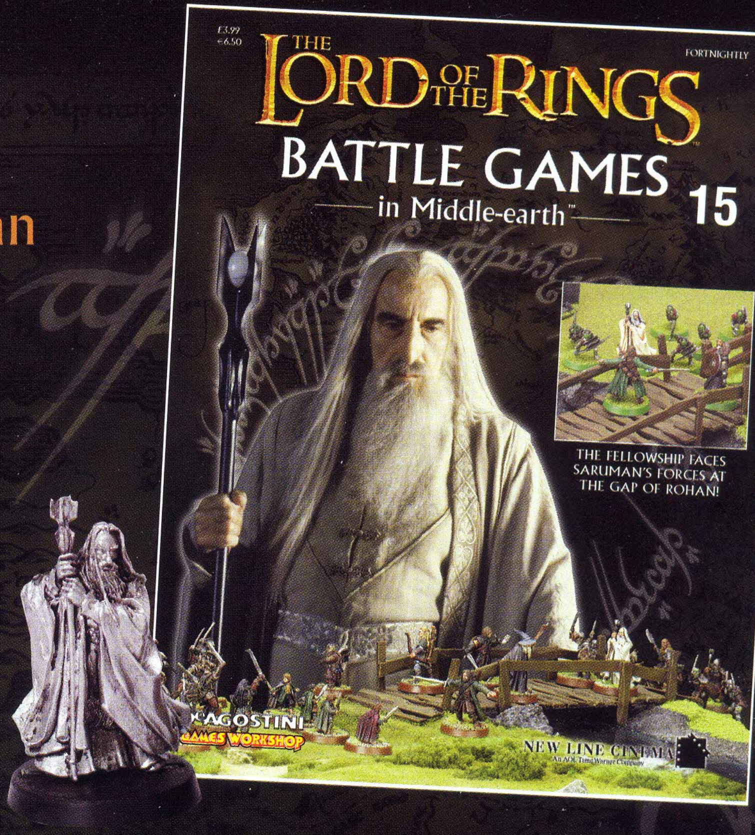
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